

You are Obygurgle, the Wizard's Pet. You are trapped on the Fantasy planes. You must get home to Daddy. But your time is running out! Joystick only. One Player only.



MANUFACTURED IN THE U.K.

CBM 64/128

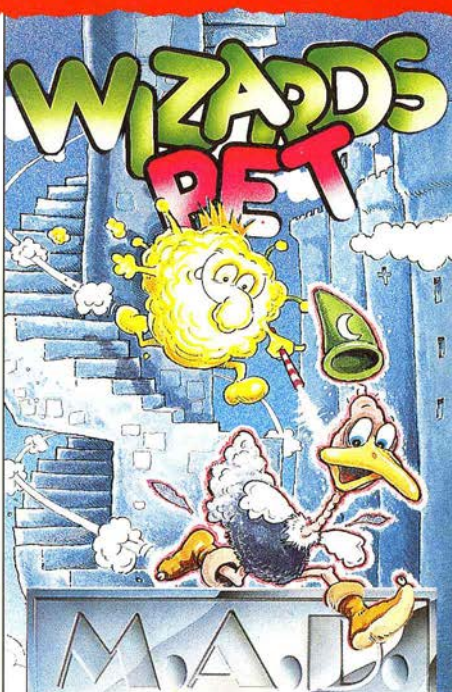


WIZARDS
PET



IC 0205

COMMODORE 64/128



MASTERTRONIC ADDED DIMENSION

THE GAME

It was another wild and stormy night, the sort of night that makes you curse for not taking the Weather Control Option during your time at the Wizard's School. Glug, the court magician to the Grand Duke of Tiranzia, was not in a good mood, actually he was in one of his foulest!

You would have thought that as the court wizard to a Grand Duke, Glug would have been one of the better magicians in the Seven Realms, however it was not so. Tirania was a poor Duchy, Grand only in name, and it could only afford a master of the third ring for a magician.

Glug was such a magician, just! He only passed the third ring exams on his ability to conjure demons, he had been very good at that! The Grand Duke was not very keen on Demons, said that their smell upset his stomach, so Glug had to content himself with Imps.

Today's foul mood was brought on by the failure of another of his spells. This time he really had blundered, it was such a simple mistake, the sort that any apprentice would have been ashamed of! Instead of sending the rubbish out, he had brought more rubbish in! Worse yet, this rubbish was a small green animal, that called itself "Obygurgle", and Glug "Daddy"!

He had spent the last hour running through the castle labyrinth in a futile attempt to lose the

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creature. Finally he had managed to lose the pitiful thing, though he had the horrible feeling not for long.

Still it may be enough time, but not enough to prepare another spell. It would have to be transportation again, but where could he send it? Of course, the fantasy zones! They were risky, the thing had already shown that it would come back to him, several times, and there was enough magic on the fantasy worlds to construct a teleport spell. Still, surely it could not be clever enough to do that, could it?

Still, it was his only chance. If the Duke saw the hideous thing he would definitely be out on his ear again! There had not been any decent jobs for third ring wizards without references in the Magicians' "Witches and Warlocks Gazette, incorporating Necromancy Today" for months and months, and at his age . . . No, he must not think about it.

Ah, the thing was back. Now all he had to do was say the final word and it would be gone forever!

PLAY

You are Obygurge, the Wizard's Pet. Obviously Glug is testing you, so you must get back to him. You must collect the pieces of the teleportation spell and take them, one at a time, to the teleportation pad. These are hidden in inaccessible places throughout the zones.

When you pick up a spell fragment it will be indicated on the bottom left of the screen. When you get to the teleportation pad, this will move over to the right to show that you have put it down.

When you have assembled them all you will advance on to another place and time. Eventually you should be able to find your way back home to Daddy!

In between each zone you will travel the intertimewarp highway, here you cannot be killed, but you can collect bonuses.

LOADING INSTRUCTIONS

Hold down the Shift key, and then press RUN/STOP.

CONTROLS

Plug your Joystick into Port 2.

During the game press RETURN to pause.

While Paused pressing RUN/STOP aborts the game. Press RETURN to restart.

To Jump:

Push up on the joystick.

For longer jumps tap the joystick forward quickly and rhythmically. You will need to practise to achieve the right rhythm necessary for longer jumps.

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